

<p>SCIENCE: Forces and magnets Discuss what we mean by forces, pushes and pulls requiring direct contact. Learn how to use arrows to show the direction of forces. Investigate how things move on different surfaces and draw conclusions. Learn about the origins of, and myths about magnets. Find out how a compass works. Identify magnetic and non-magnetic materials. Consider why magnets repel or attract. Explore the uses of magnets in everyday life. Discuss fair testing through an investigation into which magnet is the strongest.</p>	<p>HISTORY/GEOGRAPHY: 'The Romans' To develop a chronologically secure knowledge of and understanding of British History. To understand how our knowledge of the past is constructed from a range of sources. To locate countries, using maps to focus on Europe. To understand key aspects of human geography including types of settlement and land use. To ask Historical questions and find answers based on relevant historical information. To begin to understand the legacy left by the Romans on Britain and its impact on our subsequent history.</p>	<p>ART: Understand the historical and cultural development of art forms (mosaics). Explore their ideas. Improve their art and design techniques (printing). Create Roman Busts in relief from clay. Design and make a snake bracelet which, if you wore, the Romans believed would lead you to live a long life. Design and make a shield. Design and make a standard for a century of Roman soldiers.</p>	
<p>RE Identify and belonging. – Belonging to a family, a community, challenges and religious leadership. Prayer, worship and reflection. Communicating through sacred spaces and prayer. Beliefs and practices. Ultimate questions. Different ideas about God, creation and ultimate questions. Easter - Exploring Lent, Holy Week and Salvation.</p>	<p style="text-align: center;">'Power and Strength'</p> 	<p>D.T.: Design and make a pair of Roman sandals. Involves careful planning and measuring, thinking of the suitability of materials. Select from and use a wide range of materials to perform practical tasks. – make a model aqueduct.</p>	
<p>COMPUTING: Coding using Scratch software. Use simple algorithms to create a short animation. Select characters correctly to match a scene. Learn to animate characters with movement and speech in a story.</p>		<p>FRENCH: Language Angels Unit - L'ancienne histoire de la Grande Bretagne</p>	<p>P.E. Games Swimming Year 3 until half-term. Gymnastics - after half-term</p>
<p>PSHE/S.E.A.L FOCUS: Going for Goals Good to be me</p>		<p>NOTES: Safer Internet Day - 6th February Fair Trade Fortnight - 26th February World Book Day - 1st March</p>	

